STAR WARS™

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51

CORPORATE ALLIANCE TANK DROID

Commerce Guild enforcer

Utoh Gunga city

Jedi Master Shaak Ti

DeAGOSTINI

LUCAS BOOKS

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STAR WARS

The Corporate Alliance were not known for their subtlety. In the Outer Rim, their aggressive 'business practices' were personified in the NR-N99 *Persuader*-class droid enforcers. Dubbed CADs, the Corporate Alliance tank droids were sent in whenever a population or smaller business complained or sought to assert its rights. During the Clone Wars, the tank droids were a fearsome addition to the forces of the Separatists.

"WE WILL DO ALL WE CAN TO PROTECT OUR ASSETS AND INTELLECTUAL PROPERTIES."

PASSEL ARGENTE

UNFRIENDLY PERSUASION

THE CORPORATE ALLIANCE TANK DROID

Along with the Trade Federation and the Commerce Guild, the Corporate Alliance was an alliance of galactic businesses who had banded together for mutual protection and profit. Over the years, they became corrupt, bullying entire planets into joining them, and freely using indiscriminate violence to further their aims.

The Corporate Alliance members designed and manufactured the NR-N99 *Persuader*-class droid enforcer themselves. Unlike the Trade Federation or the Commerce Guild, they made no efforts to conceal the link between themselves and the tank droids. In fact, when the droids were used to police 'internal matters' within the Commerce Guild – that is, when they were used at the slightest excuse to violently put down any form of opposition to Alliance business practices – Alliance officials aggressively defended their organisation's 'rights', both in the Galactic Senate and in the media.

Heavy Enforcer

The *Persuader*-class droids (CADs or snail tanks, as they were variously called) were six metres tall tracked tanks with integrated droid brains.

The main body was dominated by the wide track that provided the main locomotion, while on either side smaller tracked outriggers provided stabilisation. This was important, as the tank droids could reach 100km/h on flat terrain, and even managed 50km/h on more challenging ground. Their construction was solid, allowing the CADs to smash their way through walls and barriers, adding to their reputation for indiscriminate destruction.

Well Armed

Two outrigger hard-points were fixed to either side of the main drive motor and could be fitted with a variety of weapons. At the Battle of Geonosis, the tank droids mounted two homing lasers and two ion cannon. During the Clone Wars, the standard configuration was a pair of ion cannon and two heavy repeating laser cannon. However, the droids were also seen bearing missile launchers (firing both concussion and homing missiles), dumbfire unguided torpedoes and even thermal grenade launchers.

Escort Duties

The *Persuader*-class enforcer droid quickly became a regular feature of the droid armies of the Confederacy during the Clone Wars. Before then, the Corporate Alliance generally used the tank droids in urban areas, fielding them in pairs so that each could defend the other. Tank droids were not too manoeuvrable, and were vulnerable to flank attacks. While some of the later models had additional defensive laser cannon turrets fixed to their tracked outriggers, this was not a widespread modification. This was because during the Clone Wars, the space atop the outriggers was often used to carry B1 battle droids into combat. While riding on the tanks, the battle droids could give some lateral defence.

THE *PERSUADER*-CLASS
ENFORCER AT WAR

The *Persuader*-class enforcers were originally independent battle droids, but when they became part of the Separatist armies during the Clone Wars, they found themselves slaved to Trade Federation-manufactured central battle computers.

The Corporate Alliance action on asteroid Yirt-4 138-Grek-12 was entirely typical of the way the Alliance deployed its tank droids prior to the Clone Wars. The Corporate Alliance tended to field as many tank droids as were available to them, operating them as paired units. On asteroid Yirt-4, sufficient droids were used to utterly eradicate a data-slicer compound. In other actions, the use of the droids was heavily criticised. The *Persuader*-class droids tended to use their weapons very indiscriminately, making no effort to distinguish between civilians and actual threats.

Clone Wars Tactics

The baleful red glare of the enforcer droid's twin-photoreceptors fell on the entire galaxy when the Corporate

"These are automated agents of evil!"

Jedi Master Plo Koon

Alliance joined Count Dooku's Confederacy of Independent Systems. Now the tank droids, previously the principal or only units in military actions, were fielded as support units and even advanced scouts. At the Battle of Geonosis, and in many other conflicts, the CADs were fielded to protect larger droids, such as the Commerce Guild's OG-9 homing spider droids or Hailfire-class droid tanks. This was despite the CAD's own vulnerabilities – the issue of its being easily outflanked was never fully resolved, despite modifications being available.

Later in the Clone Wars, the Enforcer-class droid found itself once again taking the lead. This was most evident at the Battle of Kashyyyk at the end of the years-long conflict. The tank droids led the ground assault at the Wookiee city of Kachirho, rising out of the water to open fire on the Republic forces. Even then, the Wookiees were able to outflank and destroy many of the attacking droids.

PASSEL ARGENTE

CORPORATE ALLIANCE MAGISTRATE, SEPARATIST STOOGE

The driving force behind the whole of Passel Argente's life was the pursuit of wealth and power. His obsession, though making him one of the wealthiest beings in the galaxy, blinded him to many dangers and ultimately led to his death.

During the Clone Wars, the Corporate Alliance was headquartered on the planet of Murkhana, the original homeworld of Passel Argente's species, the Koorivar, before they adopted Kooriva around 5,000 years before the Clone Wars. The tallest building on Murkhana, and an important part of the Corporate Alliance complex, was Argente Tower. This gives an entirely correct impression of the level of influence Magistrate Passel Argente had in the Alliance.

Early Influence

Passel Argente rose to his position of wealth and power through Lethe Merchandising, the largest corporation in the Corporate Alliance. Though the Alliance was run by a directorate, the chairman of Lethe Merchandising wielded significant internal political and economic clout. In the latter years of the Old Republic, Passel Argente was chairman of Lethe Merchandising and de facto head of the Corporate Alliance. He was also the Senate Representative for the Alliance. Though Passel Argente did advance the position of the Corporate Alliance and its related corporations and worlds, he also did all he could to use the connections and opportunities the Senate position offered to feather his own nest. Accusations of corruption mattered not at all to Argente. However, he soon sought even greater wealth and power, and his avarice made him an easy target for the machinations of the Sith. This was despite the fact that Argente

In the Senate and elsewhere, Argente was usually accompanied by his aide, Denaria Kee, a female Koorivar.

PROFILE

Passel Argente

Homeworld
Kooriva

Species
Koorivar

Gender
Male

Affiliation
Himself, Corporate Alliance, CIS

was saved from assassination by Jedi Master Jorus C'baoth during negotiations over mineral rights with the Brolfi on the planet Barlok.

Letter of the Law

Passel Argente, during his time as Senate Representative for the Corporate Alliance, was frequently accused of corruption and other abuses of his position. The wily Koorivar was a master at working just within the letter of the law, if rarely within the spirit of any given legislation. Even when making public relations appearances, there was always a shadowy reason for Argente's participation. A perfect example would be his generous contribution to the Refugee Relief Movement during one of their fundraisers – a donation that was fully tax deductible at a key point in the financial year. A more brutal example was the treatment of an industrial espionage incident. A very young Corporate Alliance clerk was caught using a cranial implant to steal data. The surgery was traced back to a group of some 25 slicers operating out of a compound on an asteroid in the Fakir sector. As the asteroid was in Corporate Alliance-owned space, the Alliance

Did You Know...?

Passel Argente was played by Steven Boyle in Episode II, and by Marty Wetherill in Episode III.

directorate voted to make an example of them. The Alliance's tank droids attacked without warning, destroying the compound and killing all within. Technically, the action was legal.

Rivalry

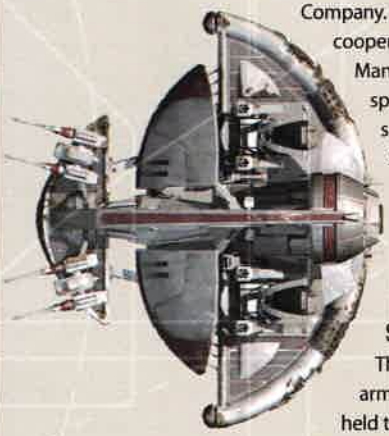
Always seeking new opportunities to increase his personal wealth and influence, Passel Argente was an eager convert to the Separatist cause. He was contacted by Count Dooku himself and, on the promise of the chance to loot the coffers of the galaxy, Argente attended the meeting on Geonosis that formed the Confederacy of Independent Systems. Unlike Shu Mai and the Commerce Guild, Argente fully committed to funding and supporting the CIS. The NR-N99 *Persuader*-class tank droids took their place in the Separatist forces. Despite the riches promised by Dooku, Argente was not content. He plotted to oust Dooku and take control of the CIS. Unfortunately for him, his plans were easily uncovered by the Sith. Passel had hoped to use a successful attack on Kamino to boost his standing in the Separatist Committee. Instead, Dooku leaked the plans to the Republic and the attack was a disaster. Though cowed, Argente still sought power. His rivalry with Wat Tambor, leader of the Techno Union, was also ill-advised. Tambor easily tricked Argente, planting a spy droid in Passel's entourage.

Ultimately, all of Passel Argente's schemes came to nothing. He was killed at Mustafar by Darth Vader, along with the rest of the Separatist leadership.

REPUBLIC INFANTRY SUPPORT PLATFORM

A COMPROMISED CLASS

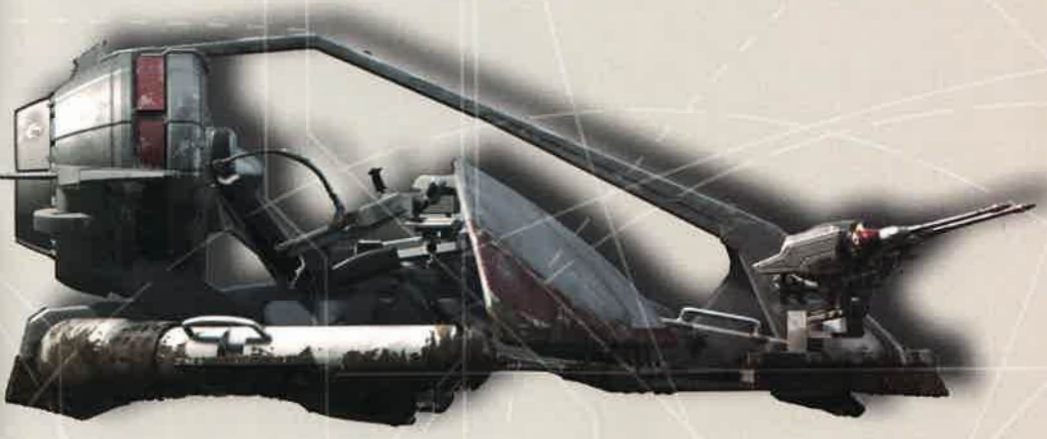
The military might of the Grand Army of the Republic was spread throughout the galaxy, and its forces occasionally encountered terrain unsuitable for their large, heavy armoured units. The hovering Infantry Support Platform was a reaction to those situations.



Essentially a bigger version of the BARC speeder, the ISP was a light repulsorlift infantry assault vehicle. Unshielded but well armoured, though with an open cockpit design, the ISP was developed by the Aratech Repulsor Company. It was manufactured in cooperation with Uulshos Manufacturing, a company specialising in building vehicles for small defence forces. The Infantry Support Platform was first deployed to swampy worlds, forever branding it the 'swamp speeder' so far as the clone troopers were concerned.

Simplicity

The ISP was built on a solid, armoured semi-circular chassis that held the repulsorlift and power plant for the vehicle in a central 'bar'. The pilot and gunner sat to either side of this. A tube-like structure ran along the circumference of the rear of the vehicle, and the ends of this held advanced laser terrain scanners. The back of the vehicle was dominated by a huge thrust fan, capable of powering the ISP to 100km/h. The turbofan was capable of reversing in an instant, abruptly stopping the vehicle, while its mount and vectoring fins afforded the ISP impressive agility. Up front, the vehicle mounted two pairs of twin blaster cannon, powerful enough to destroy even larger Separatist units – including Corporate Alliance tank droids. Simple and effective, the ISP was deployed to the likes of Felucia and Kashyyyk, and was later widely used by both the Empire and the Rebel Alliance.



PROFILE Republic Infantry Support Platform

Type
Repulsorlift assault vehicle

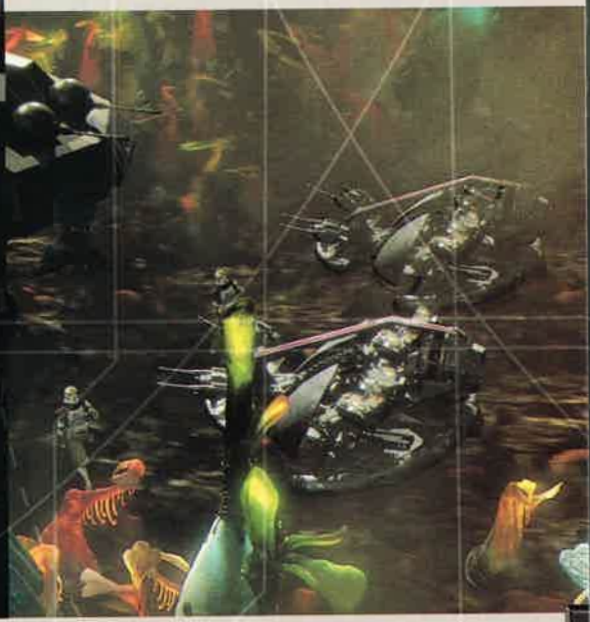
Manufacturer
Aratech Repulsor Company & Uulshos Manufacturing

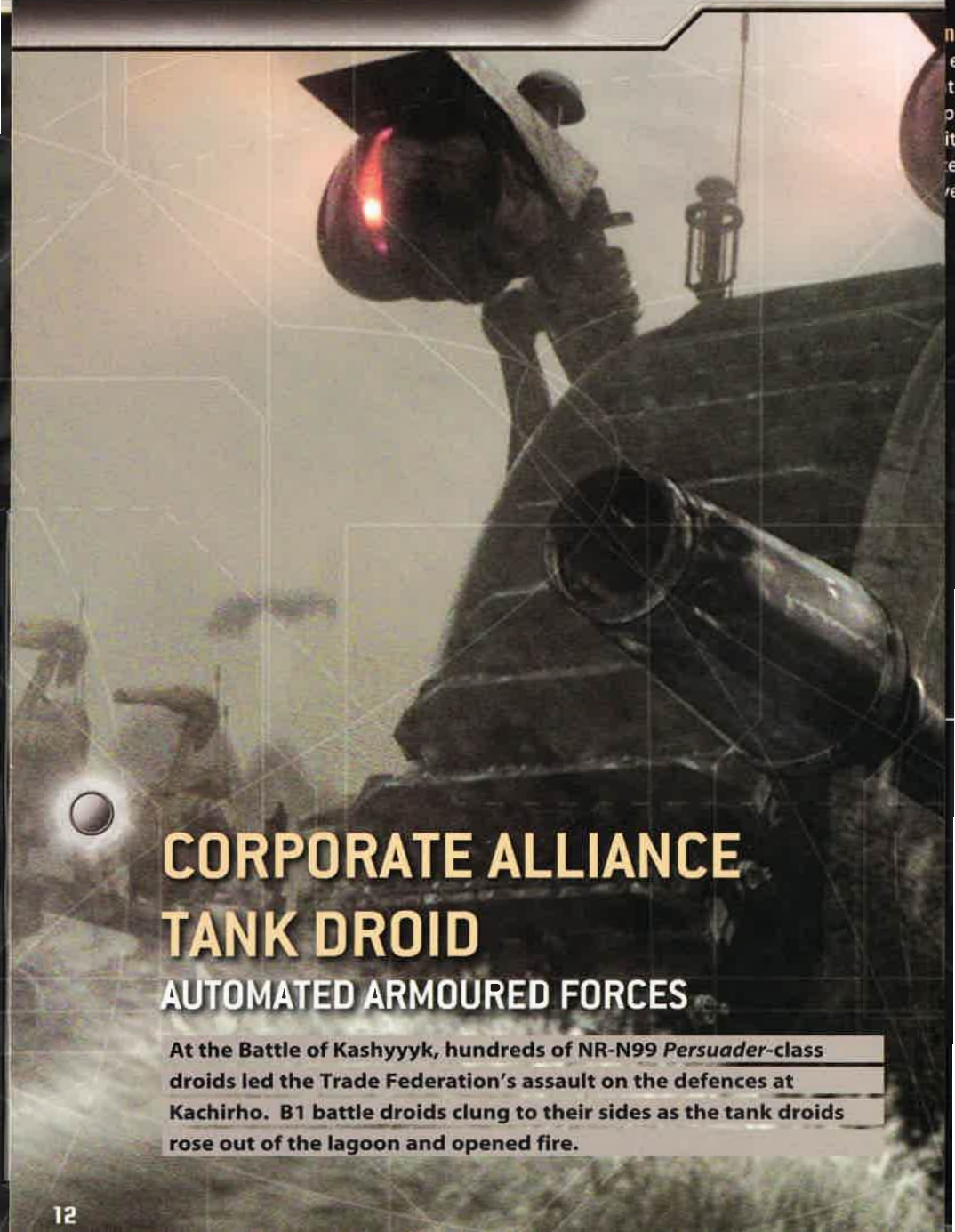
Length
5 metres

Weapons
2x twin blaster cannon

Crew
1x pilot, 1x gunner

Affiliation
Galactic Republic, Galactic Empire, Rebel Alliance





CORPORATE ALLIANCE TANK DROID

AUTOMATED ARMOURED FORCES

At the Battle of Kashyyyk, hundreds of NR-N99 *Persuader*-class droids led the Trade Federation's assault on the defences at Kachirho. B1 battle droids clung to their sides as the tank droids rose out of the lagoon and opened fire.

THE NR-N99 *PERSUADER*-CLASS ENFORCER DROID

Type
Tracked heavy assault droid

Manufacturer
Corporate Alliance

Size
6.2 metres high (7.5 metres with the control receiver antennae extended), 10 metres long

Maximum Speed
50km/h to 100km/h, terrain dependent

Weapons
2x ion cannon, 2x heavy repeating blaster (standard loadout)

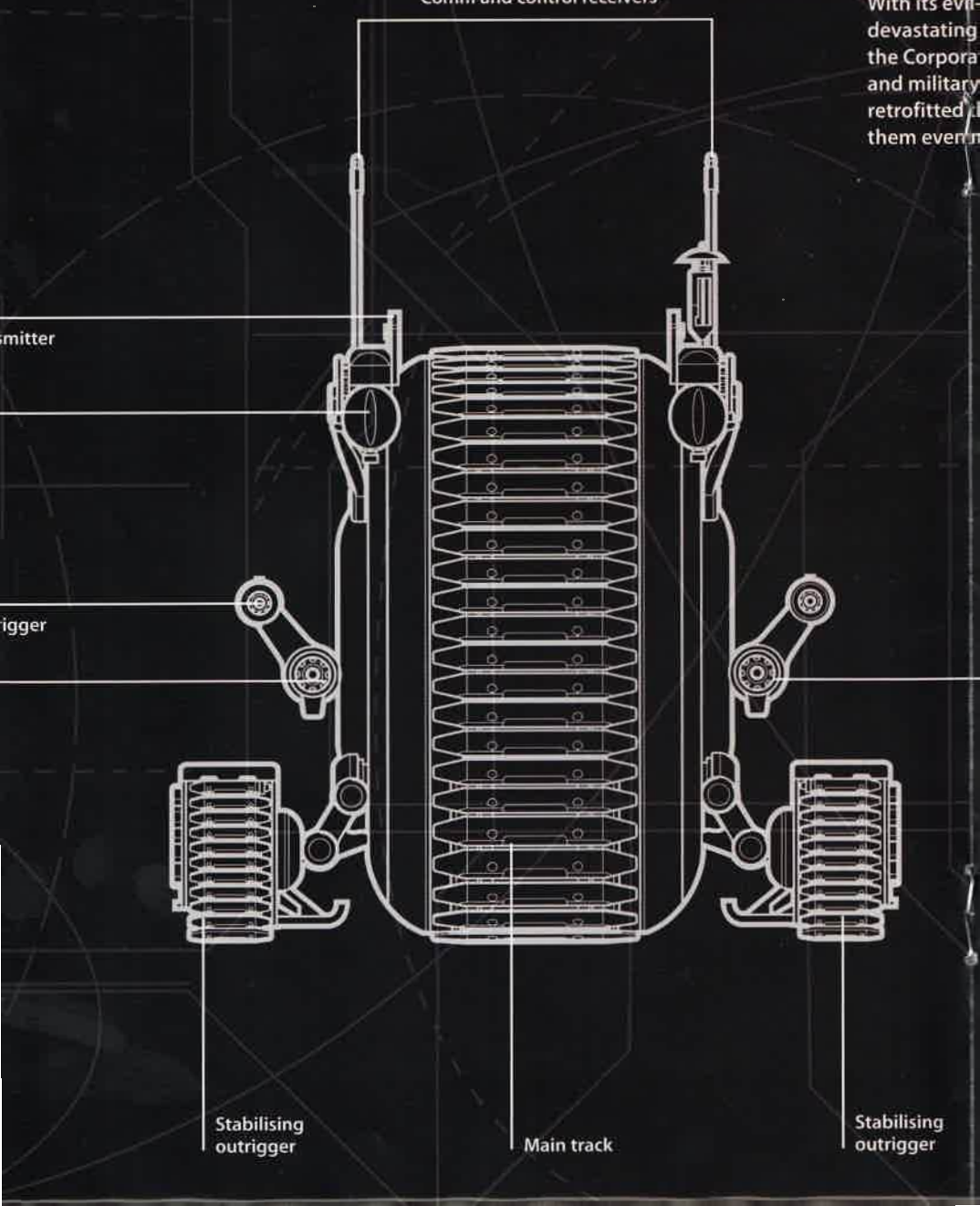
Affiliation
Corporate Alliance, Confederacy of Independent Systems

Tracking transm

Visual sensor

Weapons outrig

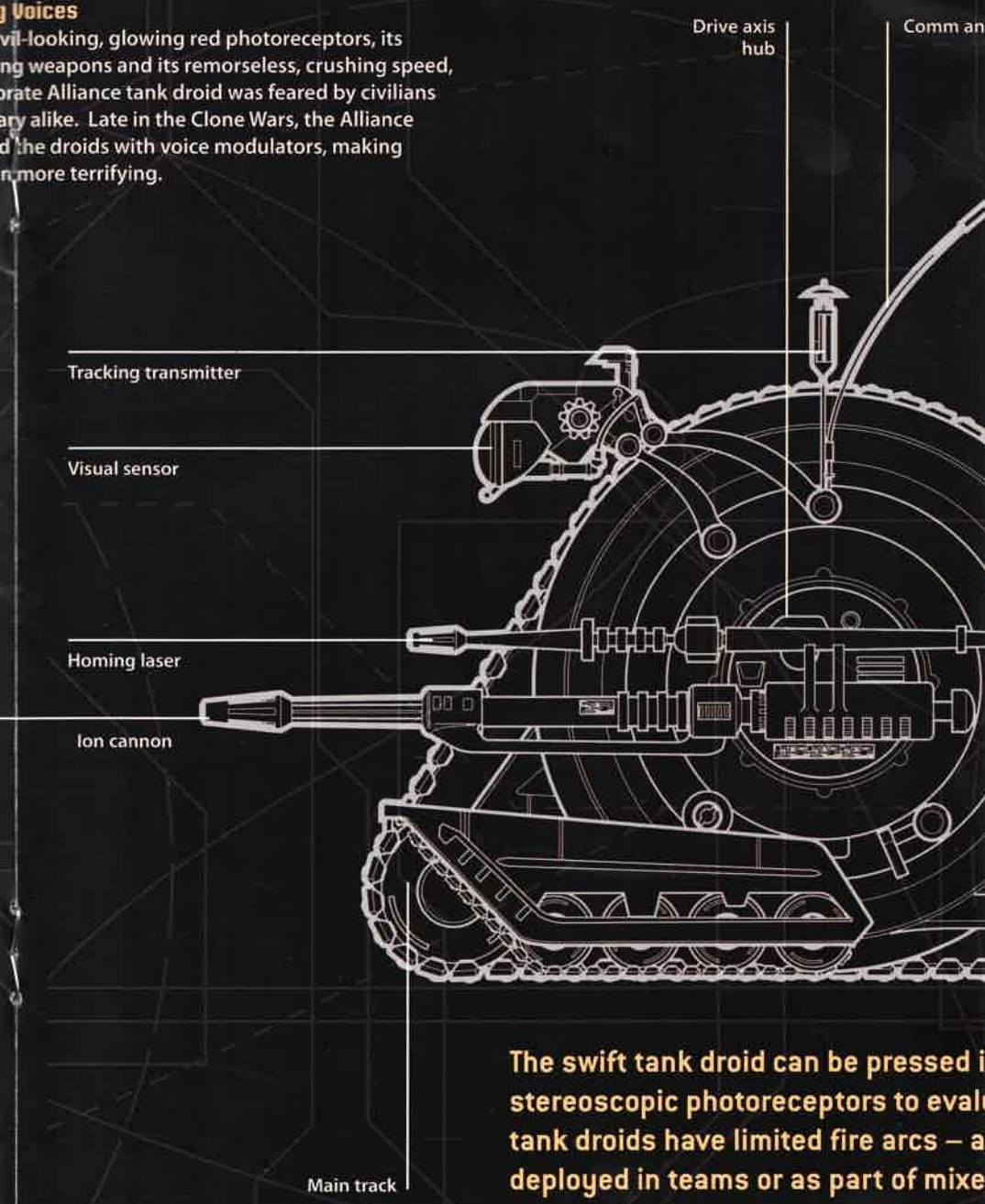
Ion cannon



Terrifying V
With its evil-
devastating
the Corpora
and military
retrofitted
them even

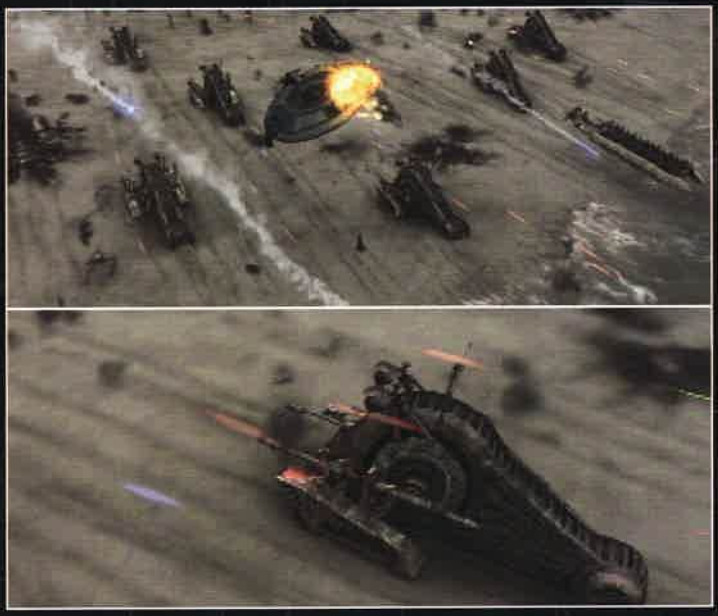
g Voices

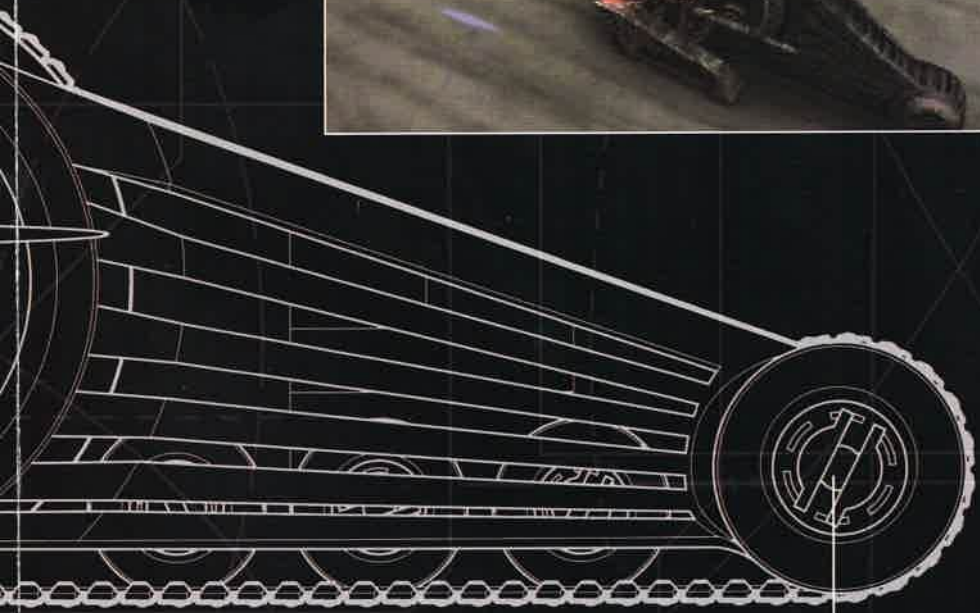
vil-looking, glowing red photoreceptors, its
ng weapons and its remorseless, crushing speed,
orate Alliance tank droid was feared by civilians
ary alike. Late in the Clone Wars, the Alliance
d the droids with voice modulators, making
n more terrifying.



**The swift tank droid can be pressed i
stereoscopic photoreceptors to eval
tank droids have limited fire arcs – a
deployed in teams or as part of mixe**

control receivers





nto service as a short-range recon vehicle, using its
uate terrain conditions or enemy fortifications. The
l their weaponry faces forward – so they are typically
d-droid elements to provide covering fire.

Rear wheel section

SHAAK TI

THE GENTLE WARRIOR

The Togruta Jedi Master Shaak Ti was noted for her compassion and gentle power, but was also known as a cunning and dangerous fighter. Replacing Yaddle on the Jedi High Council, she survived Order 66 only to fall later to Darth Vader's apprentice.

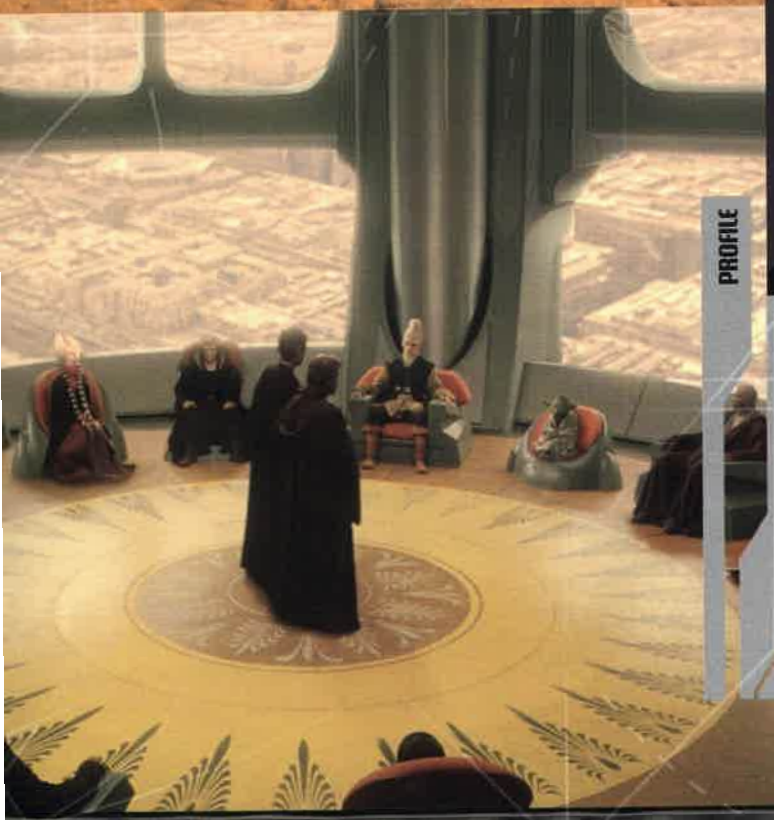
In the Jedi Order, Shaak Ti was legendary for her ability to offer exactly the right quiet advice or kind word to show her fellow Jedi the way through their troubles. However, her calm beauty belied her recognised skill as a warrior. Shaak Ti's abilities saw her rise to the rank of Jedi Master despite the fact that her first Padawan met a tragic end – killed by a criminal seeking to build his reputation.

General Shaak Ti

Shaak Ti was one of the Jedi who accompanied Mace Windu to Geonosis to rescue Obi-Wan Kenobi, Anakin Skywalker and Senator Padme Amidala. She also became one of the leading Jedi Generals of the Clone Wars, and fought in many of the great battles of those troubled times. For example, she played a key role in the defence of the cloning facilities during the First Battle of Kamino. Organising the surface defences with Kaminoan Prime Minister Lama Su, she worked with the newly activated ARC troopers to drive back the Separatist forces.

To The End

Shaak Ti fought General Grievous twice, and she barely survived the encounter at the Battle of Hypori. Later, at the Battle of Coruscant, she fought to prevent Supreme Chancellor Palpatine from being kidnapped but was again defeated. Shaak Ti was at the Jedi Temple when Darth Vader attacked it, and narrowly escaped death there. She fled to Felucia, but was hunted down by Darth Vader's secret apprentice Starkiller. He defeated Shaak Ti, who threw herself to her death in the Ancient Abyss after warning Starkiller that the Sith always betray their own.



PROFILE

Shaak Ti

Homeworld

Shili

Species

Togruta

Gender

Female

Height

1.78m

Affiliation

Jedi Order

NABOO

OTOH GUNGA CITY

The Gungan city of Otoh Gunga was established some 3,000 years before Jar Jar Binks led Jedi Qui-Gon Jinn and Obi-Wan Kenobi to it. Their arrival heralded the beginning of the end of the Gungans' isolationist lifestyle.

At the time of the Trade Federation invasion of Naboo, Otoh Gunga was home to over one million Gungans, with more living and working in the smaller satellite towns nearby. This was a massive expansion considering the original and far smaller city, Spearhead, that Otoh Gunga had replaced.

Battle of the Bosses: Gallo vs Rogoe

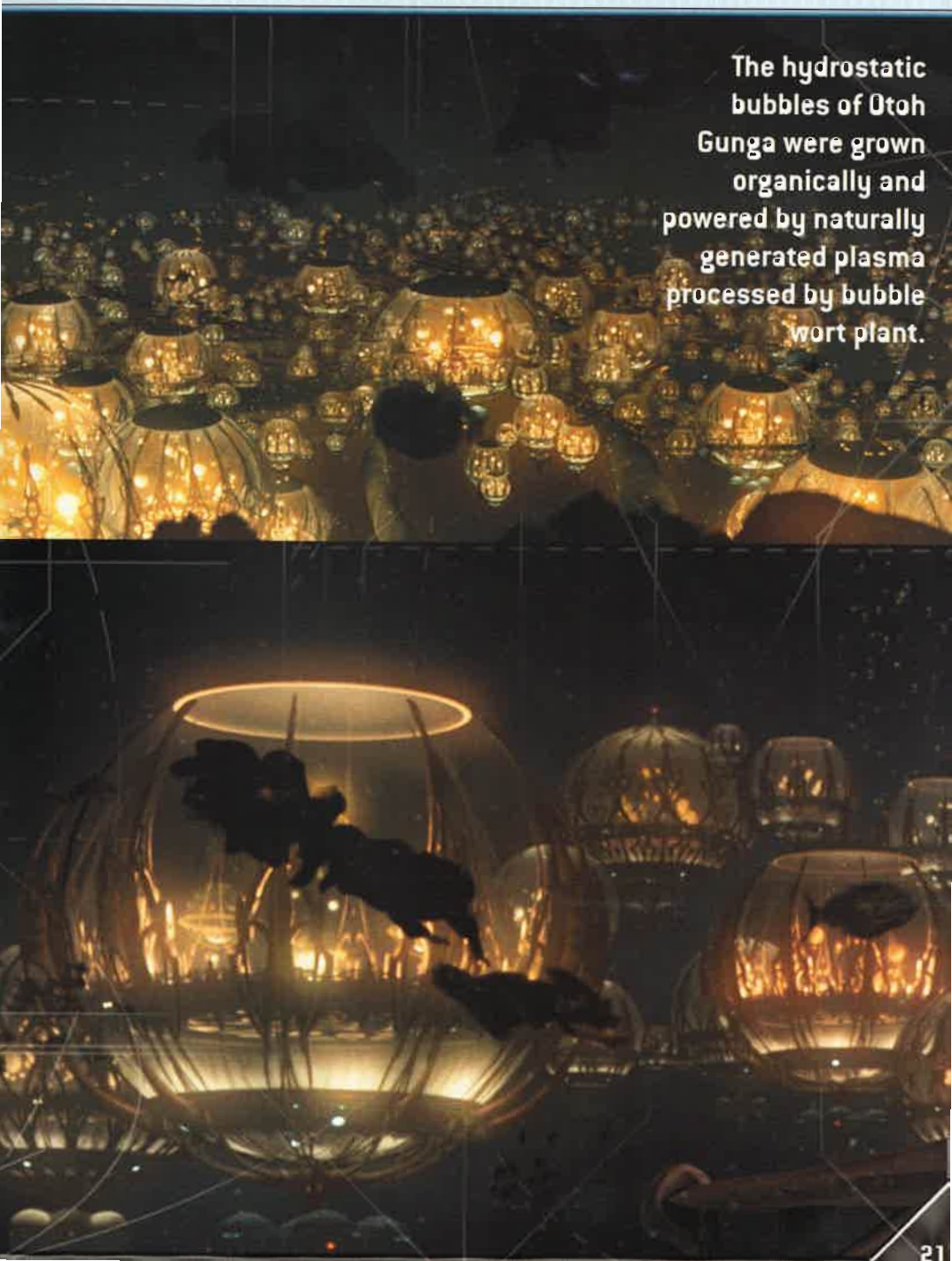
Ankuran Gungan Boss Nass was leader of the Gungan people during the Invasion of Naboo and the subsequent conflict. He was proud of his ancestral link to Boss Gallo, who founded Otoh Gunga on the remains of Spearhead. Some 3,000 years earlier, Gallo, leader of Otoh Sancture, had refused to join in the tit-for-tat conflicts between rival Gungan tribes. However, his city was attacked and destroyed by the aggressive Boss Rogoe, ruler of Spearhead. The other Gungan tribes were eager to see Rogoe destroyed, but were too suspicious of each other to co-operate. Gallo brought the tribes together to deal with Rogoe, and established Otoh Gunga as the capital city of the united Gungan people. The city's population then was made up of individuals from seven tribes whose homes had been destroyed or heavily predated by Rogoe.

Gunga City

The city was tethered to a steeply sloping cliff in the depths of Lake Paonga, in the midst of the 85 square kilometres of Lianorm Swamp. 3,000 years after Gallo founded the city, it had grown into an intricate mass of glowing bubble spheres linked by locap branches. Public space bubbles were transparent, while the outer Otoh villages and living spaces were opaque to afford a degree of privacy. The combined effect was breathtaking, particularly if the city was approached from across the cliff shelf above Otoh Gunga.

Building Bubbles

Like all Gungan technology, the hydrostatic bubbles making up Otoh Gunga were created using



The hydrostatic bubbles of Otoh Gunga were grown organically and powered by naturally generated plasma processed by bubble wort plant.

The City Bigspace was created by Boss Nass as his way of making a lasting mark on the city his ancestor had founded.

Big Boss, Bigspace

Rugor Nass created the City Bigspace when he was Boss of Otoh Gunga, which had bubbles within bubbles. These included a bubble devoted to restaurants, cafés and other eateries. As this was a public space designed to attract tourists, there were numerous bubbles for docking bongo submersibles. There was even a public zoo featuring some of the terrible creatures the Gungans normally avoided. The zoo was closed for a while when Jar Jar Binks accidentally deactivated the hydrostatic fields holding these creatures safely in captivity... After the Trade Federation was defeated, the Bigspace also featured a public exhibition to celebrate Boss Nass' great victory.

as many naturally grown or otherwise environmentally neutral materials as possible. The cities were powered by the high-energy plasma that occurred naturally in the geology of Naboo. This energy was dangerous to deal with in an unprocessed form, but the slow-growing locap plant came to the rescue. Its huge, strong branches had been a building material for Gungan settlements from the beginning of their civilisation. The plant's deep roots, used to tether Otoh Gunga, siphoned off the plasma, stabilising it as it digested it. Bud-like growths on the tips of locap stalks held the plasma the plant didn't use, and the Gungans harvested the buds.

Support Structure

The plasma, mixed carefully with a catalyst taken from the bubble wort plant, powered the hydrostatic bubbles. Smaller bubbles were projected solely from utanodes within the skeletal frames of the structures. Larger bubbles needed additional support from huge kernode assemblies. Doorway arches allowed visitors or vehicles to push relatively easily through purposely weakened sections that could be fully sealed to prevent ingress by, for example, the fearsome sea creatures with which the Gungans shared the waters. All bubbles, large or small, could be 'grown' quickly, allowing the inner space to be fashioned as needed. Beneath each bubble – apart from those held within others – were a number of plasma reactor generators that provided virtually inexhaustible power, easily maintaining the hydrostatic fields as well as powering air filters and other technology.

TRANSFORMING VADER

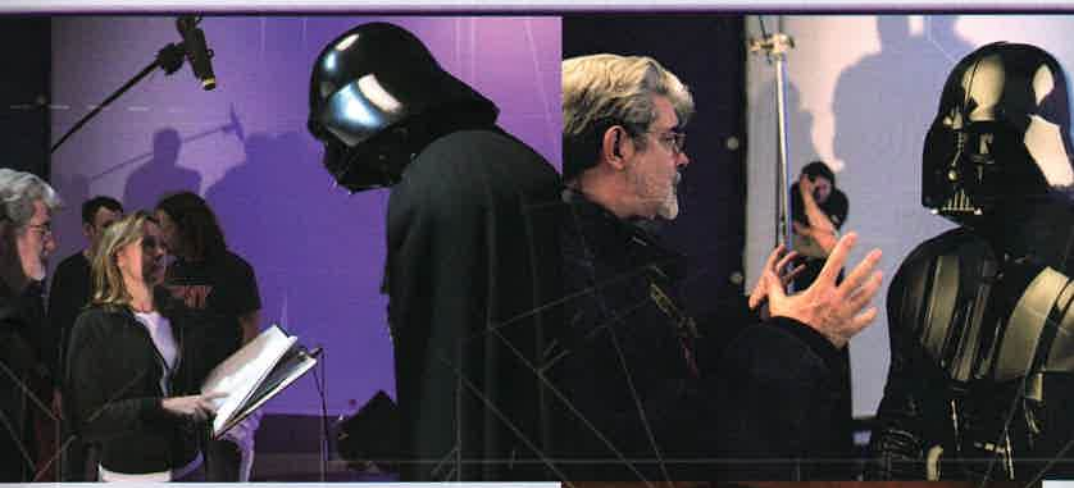
DECONSTRUCTING THE DARK LORD

In January of 2005, world-famous magazine *Vanity Fair* celebrated the impending release of *Star Wars* Episode III with photographs of the cast and crew taken by acclaimed photographer Annie Leibovitz, plus an interview with George Lucas. Lucas discussed the true nature of Darth Vader's place in *Star Wars* mythology.

The interview was conducted by contributing editor Jim Windolf, and he talked to Lucas about his 33 years working on the *Star Wars* saga. George Lucas talked about his admiration for the work of Joseph Campbell and his own opinions on why Vader should not be viewed as a monster but instead as a sad man who made a deal with the Devil... and lost.

"It occurred to me as I was watching the movies again how strong Palpatine is and that Darth Vader is more or less a henchman," Windolf said. "It was exciting to hear George say that in Anakin's defiant quest to save someone he loved from death, he literally wanted to be able to stop them from going down the River Styx. But to do that, you have to ask permission from a god. He was denied, so he made a pact with the Sith... with dire consequences."

In addition to revealing comments about Anakin's dark journey in *Revenge of the Sith*, Jim Windolf received a rather detailed explanation from Lucas about the intricate concept of midi-chlorians and the Force, as well as the misconstrued view that Vader was the all-powerful bad guy.



Beyond their own experiences

"George said to me during the interview that in his opinion the really great authors like Shakespeare and Tolstoy could write beyond their own experiences through research and reporting, and just observation of other people, but all he had to go on was his own experience because he didn't have time to research other peoples' lives." Jim Windolf.

"Even in the very first movie – *A New Hope* – when Vader is in the meeting and he chokes the guy for mocking him, someone else tells Vader to ease up," Windolf explained. "There's always someone there giving Darth Vader an order. It also comes back to the idea that the Force has a physical embodiment. Because Anakin's body is so injured in Episode III, he isn't as strong in the Force as the Emperor had hoped. And that's why it was so important to the Emperor in the original trilogy to replace Vader with Luke, who was stronger in the Force than his own father. In fact, George mentioned that Anakin and Luke's lives are extremely parallel, but while Anakin chooses the dark side at almost every turn, Luke chooses the right path."

In the article, Windolf also pointed out parallels between the Skywalker family and Lucas' own past. For instance, he likened young Anakin's adrenaline rush from Podracing to Lucas' own fascination for racing cars, and compared Luke's dream of leaving the homestead to have adventures with Lucas' quest to escape what he considered the boredom of selling stationery in his father's store for the exciting life of a filmmaker.

SNAIL'S PACE

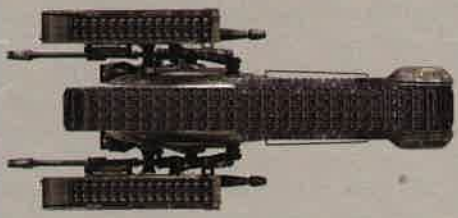
THE CORPORATE ALLIANCE TANK DROID

CREATING THE OFT-DELAYED TANK DROID

1 The Corporate Alliance tank droid was designed by Ryan Church for *Star Wars:* Episode II *Attack of the Clones*.

2 "I didn't want a traditional tank shape" Church said. "I wanted a triangular shape and a sense of forward thrust." Above: side view.

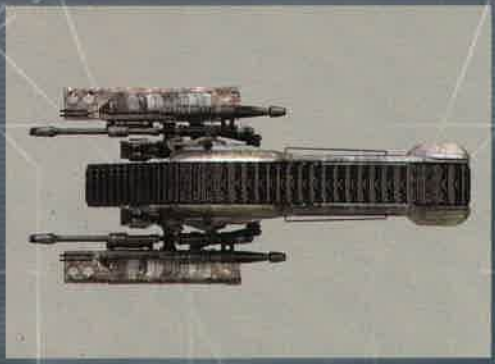
5 The underside of the digital model of the CAD.



6 The two tracked outriggers deploy to afford greater stability when the tank is moving at speed. Above: underside view.

The Corporate Alliance tank droid was designed for the Battle of Geonosis in Episode II, and there were even animatic scenes of it crushing clone troopers during the fighting, but these sequences were cut. The tank droid first appeared in the game *Star Wars:* Battlefront II, before finally reaching the big screen in *Revenge of the Sith*.

3 The tank droids were first seen on film at the Battle of Kashyyyk in Episode III.



4 An overhead view of the NR-N99 *Persuader*-class enforcer droid.

7 The Wookiees exploited the blind spot of the droid, swinging in to plant magnetic timer charges on it.

8 The tank droids led the Separatist assault at the Battle of Kashyyyk.

DID YOU KNOW?

1 What was the big change made to the Corporate Alliance tank droid for its appearance in Episode III?

2 Did Darth Vader kill Shaak Ti?

3 What was the inspiration for the swamp speeder?

ANSWERS:

1. In the Battle of Kashyyyk, there are actually battle droids piloting the tank droids from inside.

2. In a sequence filmed but eventually cut, Darth Vader kills Shaak Ti during the assault on the Jedi Temple. The sequence was shot during pick-ups at Shepperton Studios, and even made it into the novelisation.

3. Concept artist TJ Frame based the design of the swamp speeder on the fan-driven boats used on swampy terrain in the likes of the Florida Everglades.

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T3-M4

Droid
Expanded Universe

Manufactured by Duwani Mechanical Products, a company based at The Works on Coruscant, the T3-series of utility droids were hugely popular a little under 4,000 years before the outbreak of the Clone Wars. T3-M4 was actually a later prototype model of the T3-series, built and modified on the planet Taris for a local crime lord called Davik Kang by Janice Nall. Kang had ordered the droid for Canderous Ordo, leader of the Mandalorians, to help him break into a Sith military base. T3-M4 was programmed to be a slicer, but he also had easily upgradable armour and weapons mounts. T3-M4 became part of the crew of the *Ebon Hawk* and shared many adventures with Revan and the Jedi Exile. Eventually, he travelled out of known space with the Exile and was never heard from again.

Taa, Orn Free

Character
Episodes I, II & III

A Rutian Twi'lek, Orn Free Taa was the Senator for Ryloth in the years before the rise of the Empire. Though at heart he cared for his people, he was also one of the most corrupt, self-serving individuals in the entire Galactic Senate. Ironically, and despite having had many close ties to nearly equally corrupt Senators who would later join the Separatists, Taa remained loyal to the Republic throughout the Separatist Crisis and the Clone Wars. Massively fat, the blue-skinned Taa was leader of the Rim faction; a group of Senators from the Outer Rim who formed a very powerful voting block in the Senate. Taa and the Rim faction were largely responsible for the appointment of Senator Palpatine of Naboo to the role of Supreme Chancellor, and was one of the founders of the Loyalist Committee.

Tambor, Wat

Character
Episodes II & III

Wat Tambor, a male Skakoan, was the Foreman of the Techno Union, and one of the leading members of the Separatist Committee who led the Confederacy of Independent Systems during the Clone Wars. As a young man, his ambitiousness saw him leave his homeworld and journey to Metalorn – secure in the full-body environment suit he developed himself and that kept him alive. Tambor's success on Metalorn saw him rise through the ranks of the Techno Union, helped by his expertise as a combat engineer. He became the Executive of Baktoid Armour Workshop, supervised many other influential companies, and was the Senate Representative and Foreman of the Techno Union. Wat Tambor brought the Techno Union into Count Dooku's Confederacy of Independent Systems, and was one of the most influential members of the Separatist Committee. During the Clone Wars, the cunning Tambor was a wanted being, known for making seemingly impossible last-minute escapes. He was killed by Darth Vader on Mustafar.

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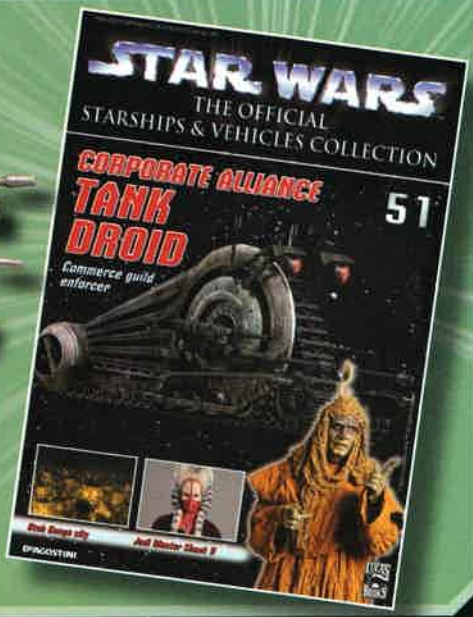
TANK DROID



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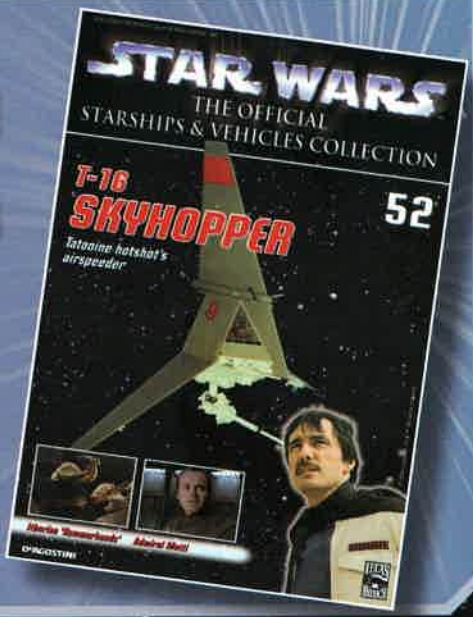

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